

SPACE ACE

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Requires Atari 400/800™ with 16K plus joystick

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By Greg Young

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YOUR MISSION: to clear the way for Earth's armada to the stars! As commander of the advance guard, you will have to sweep a path through the treacherous Asteroid Zones, avoid or destroy the Silurian Space Bombs, and blast your way past their deadly space-mine fields. **CAUTION:** Space Vortexes have been reported in your area... they cannot be destroyed and their touch is certain death. If you get past all this, the attack of the Master Silurian warship is nearly always fatal unless you, as a true SPACE ACE, can knock out its Atomic Drive Core.

GOOD LUCK, COMMANDER!

INFORMATION ABOUT YOUR GAME

REQUIREMENTS: Atari 400 or 800, at least 16K, 810 Disk drive (or 410 Program Recorder), joystick.

LOADING THE GAME: Load the game diskette in drive #1 and power up your computer. The game will automatically load and display the title screen.

For the tape cassette version, the following are standard cassette-boot instructions. First, load the cassette in the Program Recorder and press PLAY. Then press START and turn the computer on while still pressing START. You should hear a beep from the computer, at which time you press RETURN. After the program loads part way, you will hear another beep. The second beep is normal and may be ignored. SPACE ACE is recorded on both sides of the cassette.

(Please note: if you receive a boot error when loading from cassette, manually advance your tape forward a few inches, as there may be excessive leader. Manual advance is accomplished by turning the right-side sprocket counter-clockwise 3 to 4 revolutions.)

TITLE SCREEN: Displays your latest score on the left-hand side of the score line, and your best score so far on the right-hand side. Controls in effect at this time are:

SELECT: Controls mission difficulty. Press the SELECT key briefly to change missions. (Note that as missions progress, they advance in difficulty on their own. Therefore, even a Training Mission will eventually get up to an Advanced Mission speed -- if you last that long! However, other things besides speed are affected by the mission that you select, so a long-running Training Mission is not the same as an Advanced Mission.)

OPTION: Controls the 1000-point Bonus Ship. When your space craft appears in the score line, this option is in effect. Pressing the OPTION button turns

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the bonus feature (and the space craft) on and off.

TIME LIMIT: You can set a time limit to your mission. This adds a whole new dimension of strategy to the game. To set a time limit, press one of the number keys (1 - 9). The number will appear in the Time Limit line of the Title Screen. This is the time limit in minutes. To play without a time limit, press any key besides the numbers: the time-limit number will disappear from the screen.

By the way, when you set a time limit, you will see the seconds count down in the middle of the status line during your mission.

START: Begins your mission.

PLAYING & SCORING: Ten points are given for each asteroid and space-mine that you destroy. Fifty points are awarded for destroying a robot bomb and the warships are worth 100 points. The space vortexes, on the other hand, cannot be destroyed -- they must be avoided. The number of ships that you have in reserve (that is, in addition to the one you are currently using) is shown on the right of the status line. Also in the status line are the seconds remaining in your mission, if you have set a time limit.

The game increases in speed and/or another difficulty factor every 1000 points. If the bonus ship option is in effect, then you will receive an additional reserve ship at every 1000 points. The controls in effect during a mission are:

JOYSTICK: Controls ship movement in all directions.

FIRE BUTTON: May be held for continuous firing of missiles.

START: If START is pressed when (or immediately after) a ship explodes, you will return to the Title Screen. If you press START at any other time during the course of a mission, it simply clears the screen and restarts the mission. When START is used the second way -- without returning to the Title Screen -- it will restore all reserve ships, but not reset the mission clock (time limit).

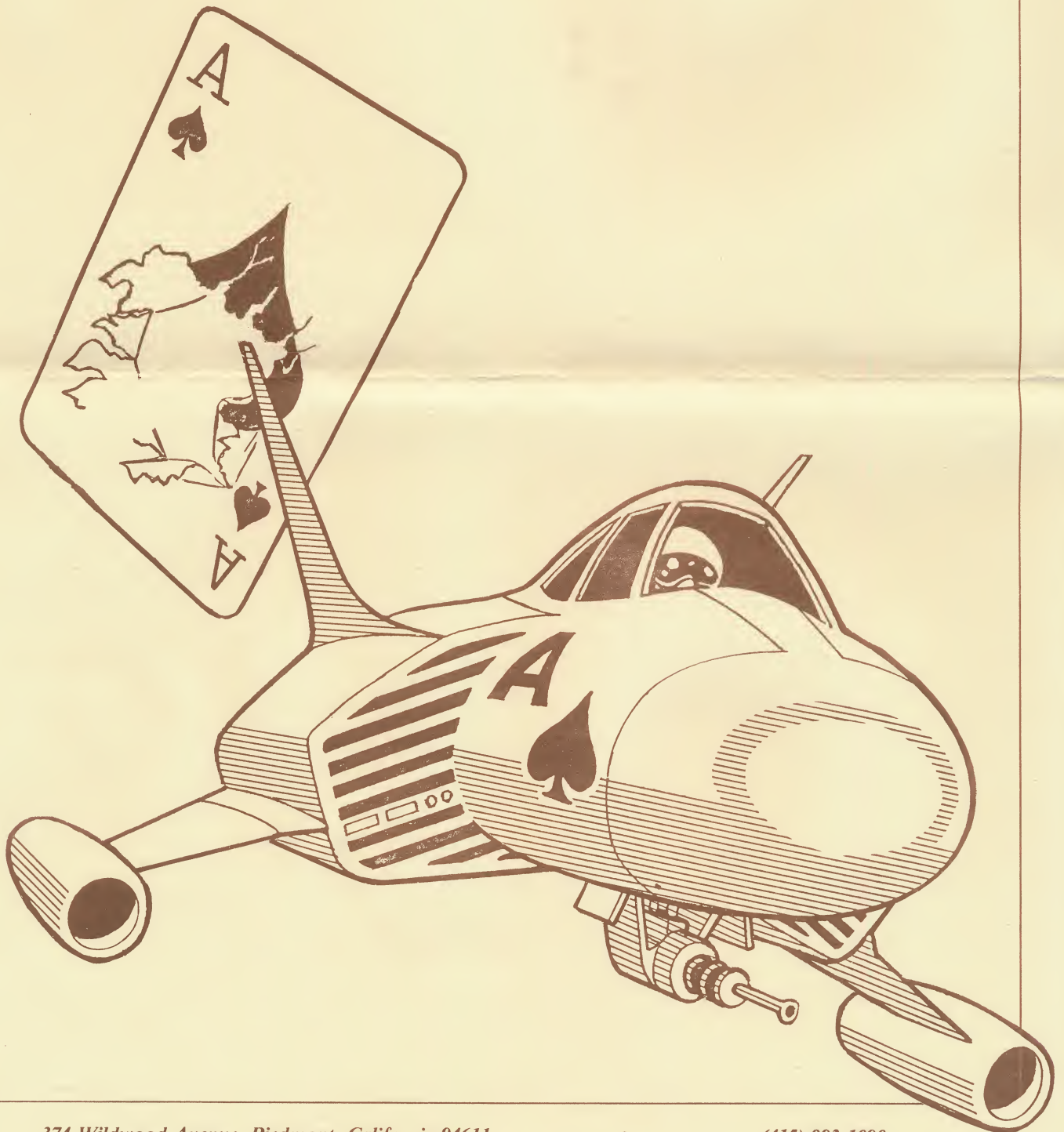
SPACE BAR: (or any key): Press at any time to freeze all action. Press again to resume.

HINTS & CAUTIONS:

1. As the mission progresses you will find that the key to avoiding the vortex -- without crashing into an asteroid -- is to stay in motion as much as possible. You will have to fly through and around the asteroids firing as you go.
2. The Silurian robot bombs may be avoided by moving in the same direction that they are coming from. (In other words, if one appears at the left of the screen and moves to the right, you should be able to avoid it by moving underneath it from right to left). With practice, however, you will be able to destroy them by timing the firing of your missiles properly.
3. The warships are well-armored. They do have a weak spot however: you can see their power-plant core as a pulsating shape located between their missile

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Pods. If you can hit this, you will destroy the warship, (or you can try to sneak past them by using the same technique described for the robot bombs). Unfortunately, the warship's missile attack is usually deadly accurate.



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